

# Implementando Raft en Rust

**LOS GATOS**  
LA BALSA

# Que es Raft?

Raft is a consensus algorithm. It offers a generic way to distribute a state machine across a cluster of computing systems, ensuring that each node in the cluster agrees upon the same series of state transitions.

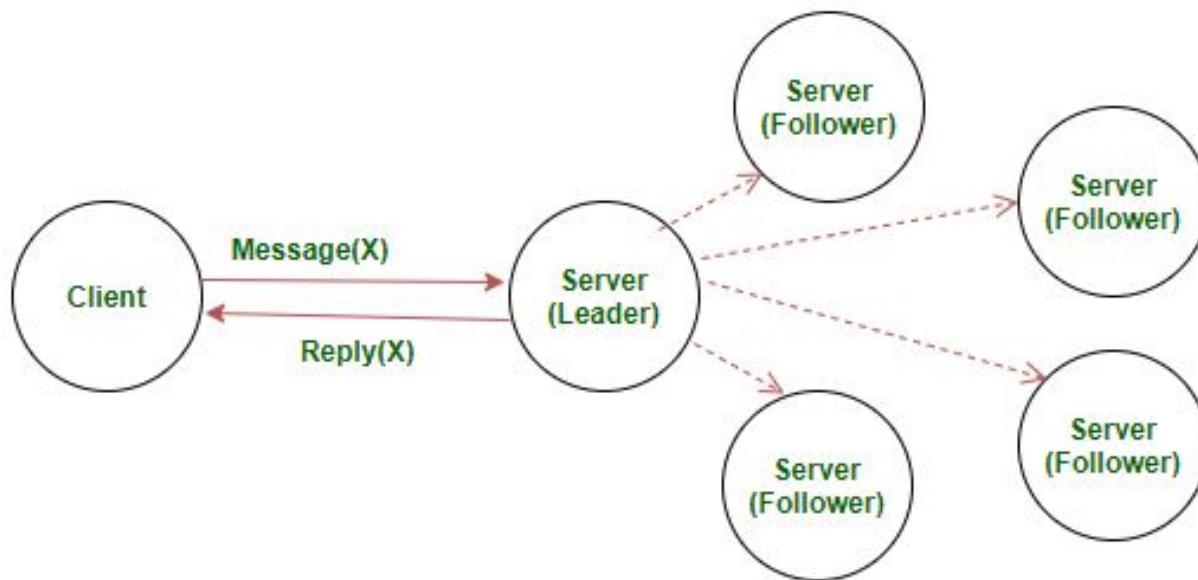
# **Que es un algoritmo de consenso?**

Es un algoritmo que en el contexto de los sistemas distribuidos busca que múltiples agentes lleguen a un acuerdo sobre el estado de un valor. Utilizados para lograr sistemas resistentes a fallos.

Ejemplos: Raft, Paxos, Viewstamped Replication, Hotstuff, Nakamoto consensus ....

# Ejemplo de aplicación

1. Caso unico server
2. Caso multiples nodos, resistente a fallos



# Volviendo a Raft - Usuarios



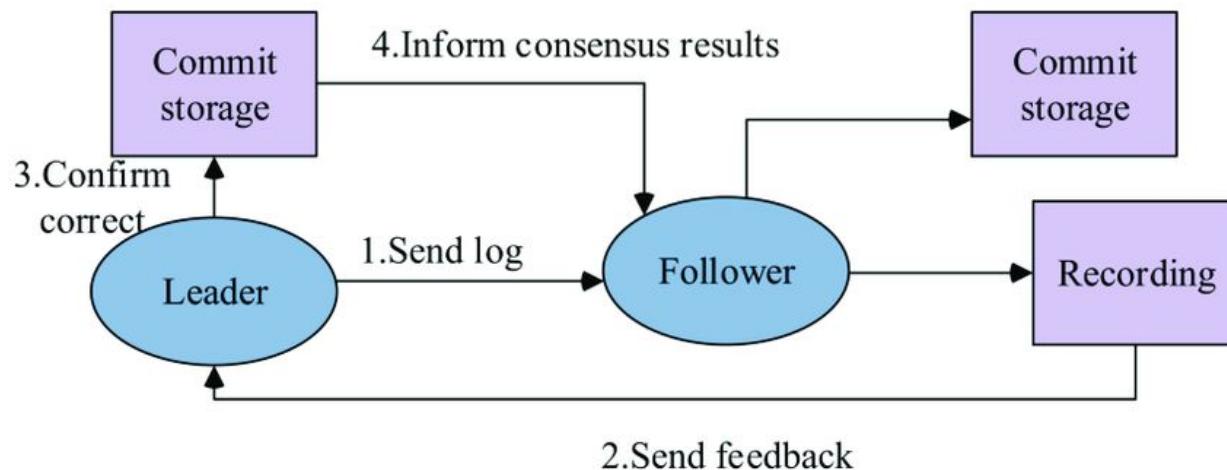
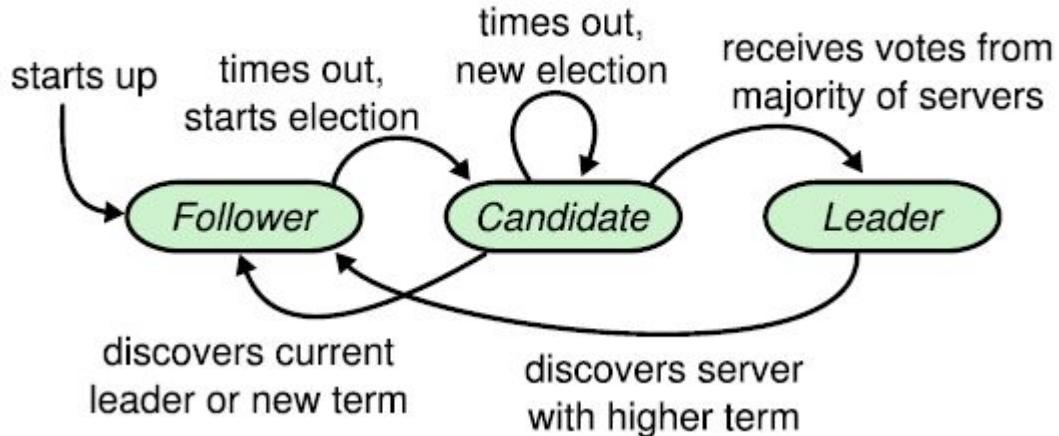
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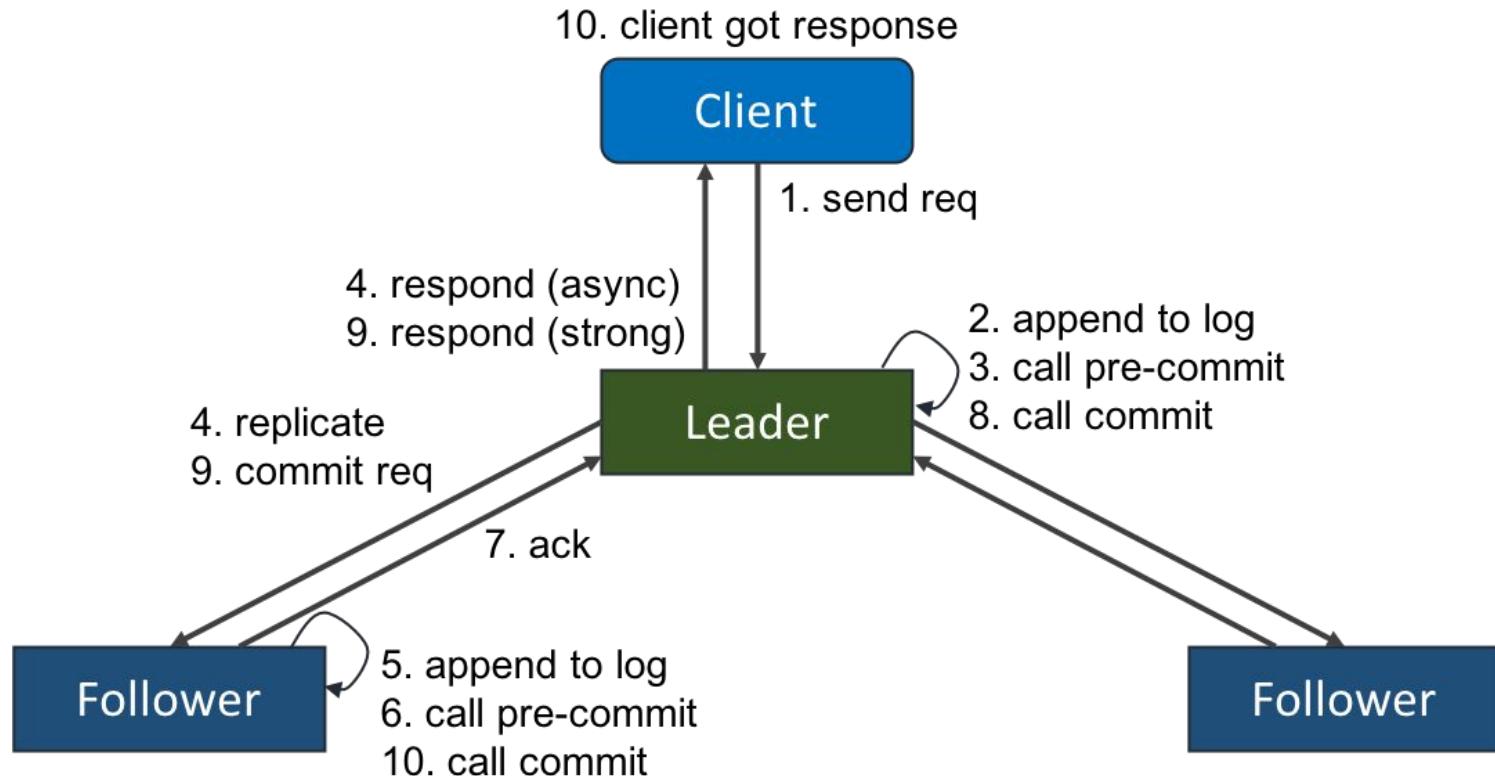
Entre otros ...

# Conceptos clave

- Leader Election
- Log Replication
- Safety

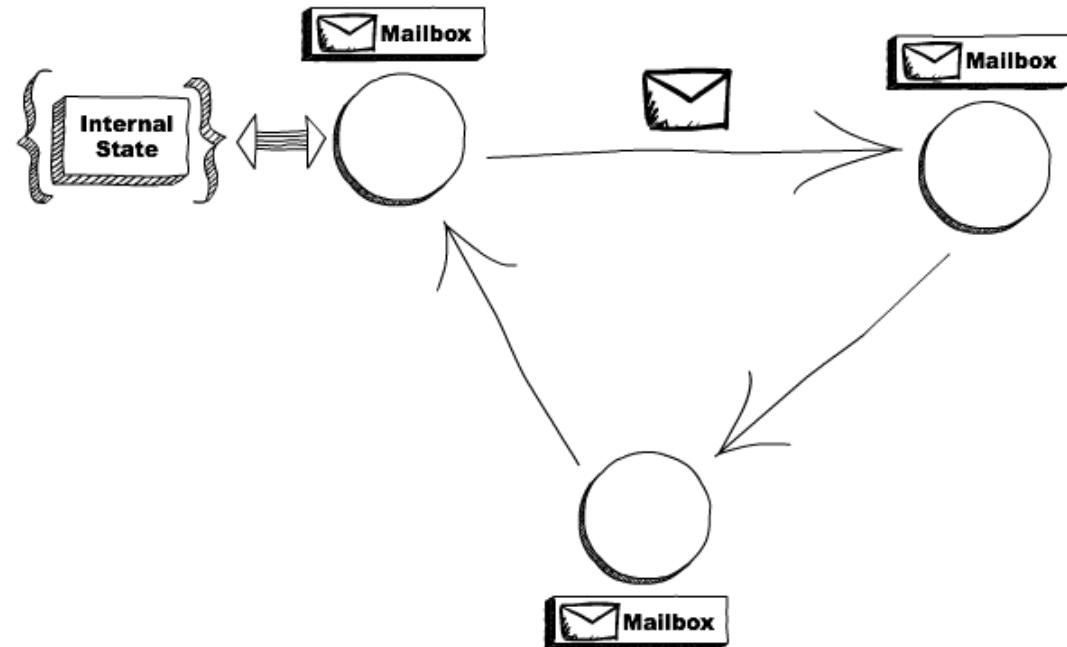


# Flujo general



# Implementación 1 - Arquitectura

- API JSON-RPC
- RaftActor (usando Tokio tasks)



# RaftActor

An actor is a computational entity that, in response to a message it receives, can concurrently:

- send a finite number of messages to other actors;
- create a finite number of new actors;
- designate the behavior to be used for the next message it receives.

# Code